IN THE SPECIFICATION:

Please replace paragraph 0067 beginning at Page 19, line 11 with the following correspondingly numbered rewritten paragraph:

[0067]   In this example said path is linear and comprises a directional vector, the origin which is defined by the x, y and z co-ordinates of the object selected at step **903** and the extremity of which is defined by the x, y and z co-ordinates of said object subsequent to image editor **101** dragging said object **614** to position **709**, for instance with using cursor **803** in a "click and drag" configuration, which is well known to those skilled in the art. However, alternative paths include a spline-based curve, for instance to impart a "bobbing" motion to first spaceship **614**, or a function, for instance the tracking function disclosed in United States Patent No. 5,786,824 referenced above, wherein said function itself generates a linear or spline-based movement vector. A further alternative path is no movement at all, that is the x, y and z co-ordinates are equal for any time value. This might be appropriate if ship **707** were already stationary, in which case player **704** would not require tracking. The path configuration input at step **904** is subsequently stored at step **905** as three-dimensional locations ~~510~~ **513** specifically for the object selected at step **903**. The skilled reader will understand that there are many ways of generating or defining movement paths, including any explicit, implicit or parametric continuous

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or non-continuous function or even a simple table of values. Any

method that produces a three-dimensional position in response to

an input of a frame number would be suitable herein.

Please replace paragraph 0069 beginning at Page 20, line 16

with the following corresponding numbered rewritten paragraph:

[0069]   A question is subsequently asked at step **908** as to

whether motion data, comprising a path and a shutter length,

should be defined for another object in scene **710**. If the

question asked at step **908** is answered in the affirmative control

is returned to step ~~902~~ **903**, whereby said next object may be

selected and its motion data defined and stored. Alternatively,

if the question of step **906** is answered in the negative then step

405 is concluded.

Please replace paragraph 0076 beginning at Page 22, line 26

with the following rewritten paragraph:

[0076]   Figure ~~8A~~ 10A shows three frames of a clip of frames

that could be produced by a prior art system, or by the system

described herein by specifying no motion blurring. For the

purposes of clarity, only three output image frames **1011**, **1012**

and **1013** are shown from an output clip including potentially

hundreds or even thousands of image frames.

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Please replace paragraph 0077 beginning at Page 23, line 6 with the following rewritten paragraph:

[0077]   For each frame the position of each object, as specified by its motion path, is calculated and the scene ~~as~~ is viewed through rendering window **703**. The time taken is counted in frames, and so for each frame the frame number is input into the motion path vector, function or table for each object. This gives a three-dimensional position for each object. As shown, spaceship **614** moves more quickly than spaceship **617**. Although ship **707** is shown as stationary the position of player **704** changes each frame according to the tracking function. This compensates for the movement of ship **707** within the player **704**.